

FIG. 1

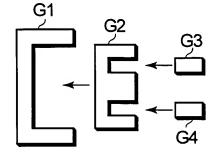


FIG. 2A

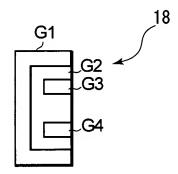


FIG. 2B



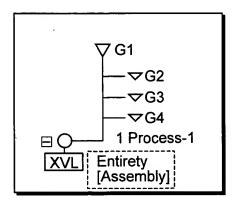


FIG. 3A

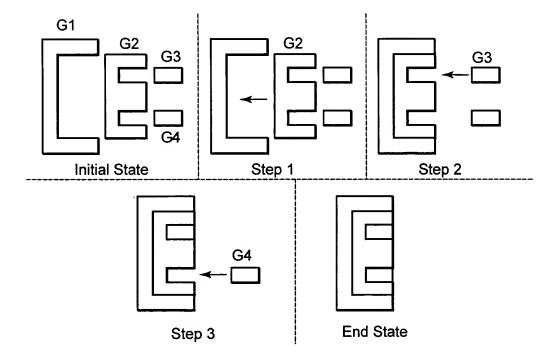
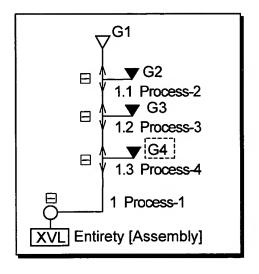


FIG. 3B

Process	Operation				
Process-1	Step 1				
	Step 2				
	Step 3				

FIG. 3C



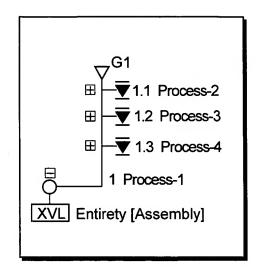


FIG. 4A

FIG. 4B

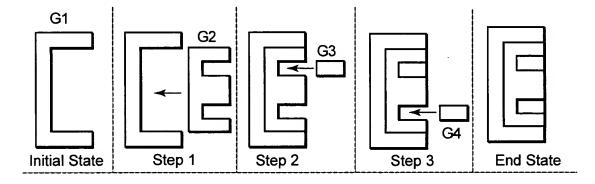
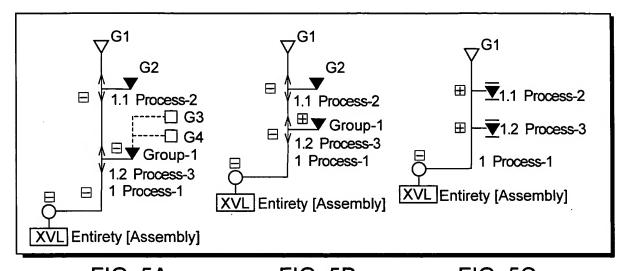


FIG. 4C

Pro	Operation	
Process-1	Process-2	Step 1
	Process-3	Step 2
	Process-4	Step 3

FIG. 4D

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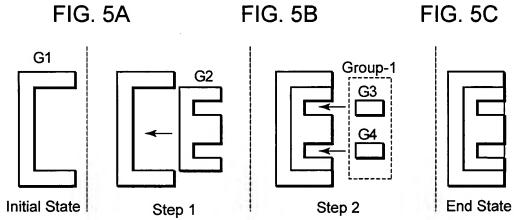
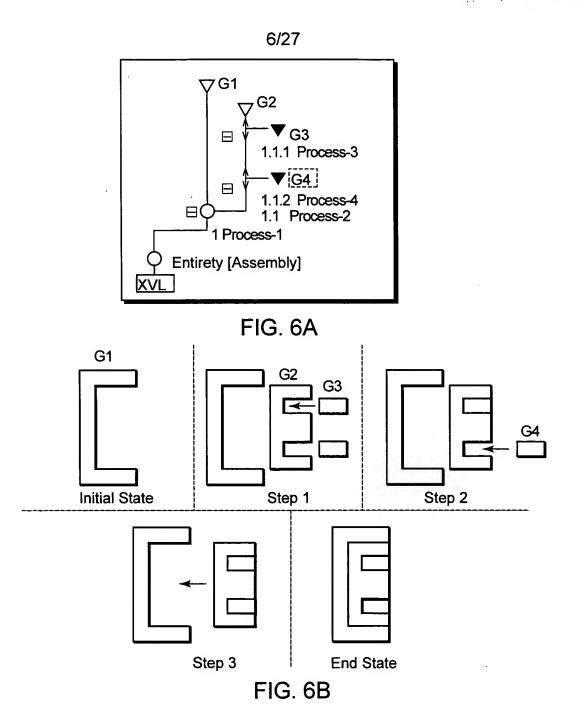


FIG. 5D

Prod	Operation	
Process-1	Process-2	Step 1
	Process-3	Step 2

FIG. 5E



	Operation		
Process-1	Process-2 Process-3		Step 1
1100033-1		Process-4	Step 2
	Step 3		

FIG. 6C

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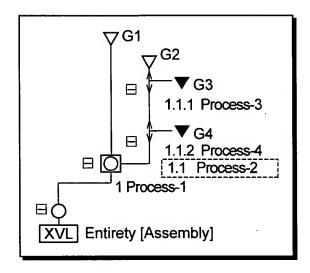


FIG. 7A

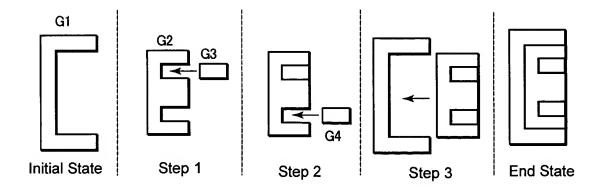
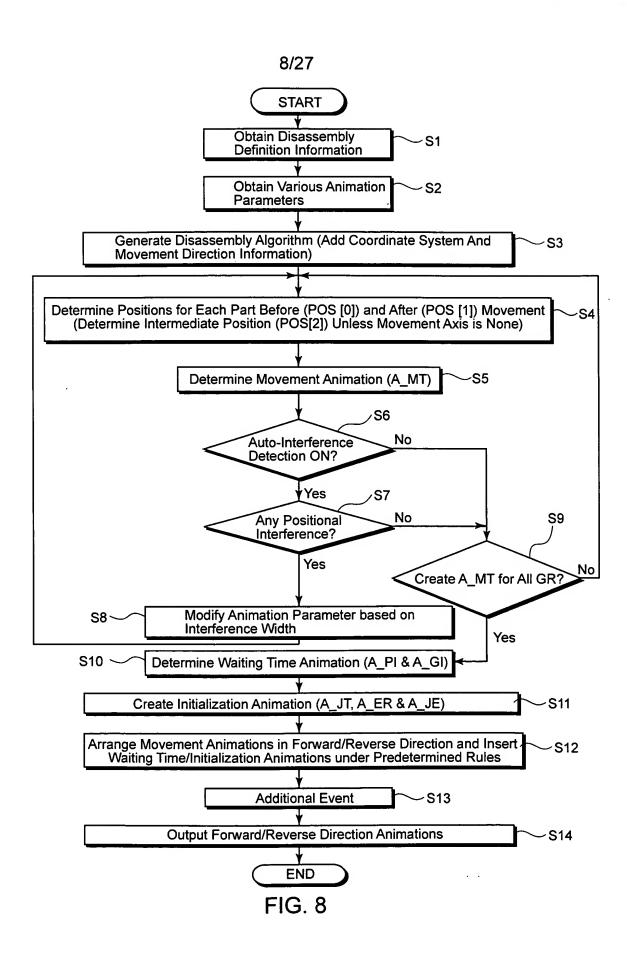


FIG. 7B



9/27 BP[0] (CRD[0]) GR[0] (DIR[0]) BP[1] (CRD[1], DIR[1]) GR[1] (DIR[2]) MP[0] (CRD[2]) GR[2] (DIR[3]) GR[3] (DIR[4]) MP[1] (CRD[3]) GP[0] (DIR[5]) GR[4] GR[5] **GR[6]** MP[2] (CRD[4]) GR[7] (DIR[6]) GR[8] (DIR[7])

FIG. 9



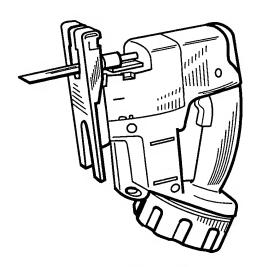


FIG. 10

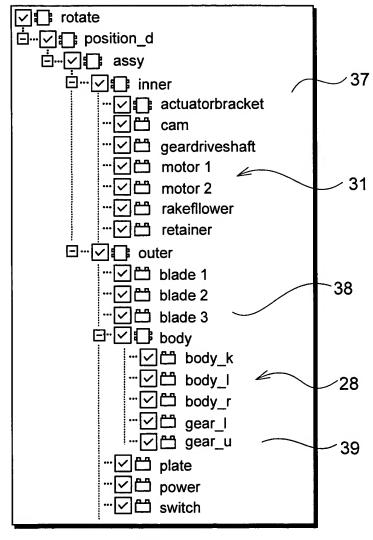
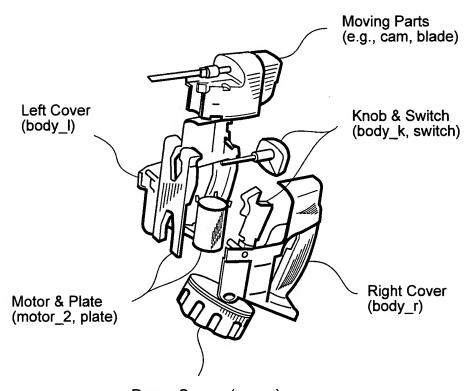


FIG. 11



Power Source (power)

FIG. 12

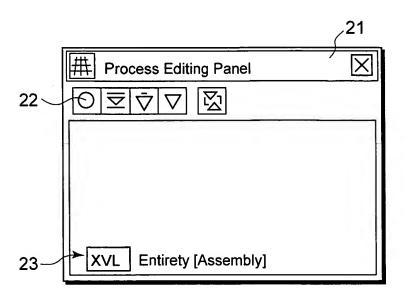
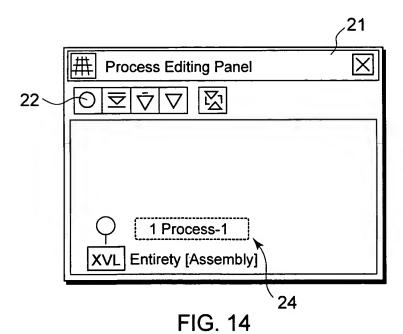


FIG. 13



0		5	4	1	1	8	*
•	•	-		4		$\mathbf{U}$	4

			13/27	_	26	
	Process Prop	erties		7	$\boxtimes$	
	System Proce	ss Animation	Custom Element	Information		1
19	User ID	saw assem	bly			_20
	Туре	Basic Proces	SS			
	Man-Hour					
	Comment	XVL Studio P	rocess Design O	ption		
		Tutorial for E	ntire Saw Asseml	oly		
	·					
		<i>y</i> -			D	
		OK	Consol	Apply (A)		
		OK	Cancel	Apply (A)		

FIG. 15

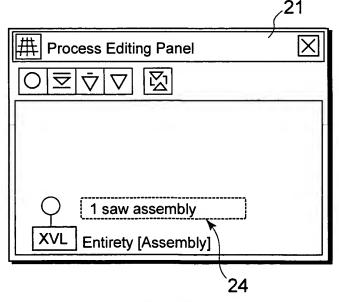


FIG. 16

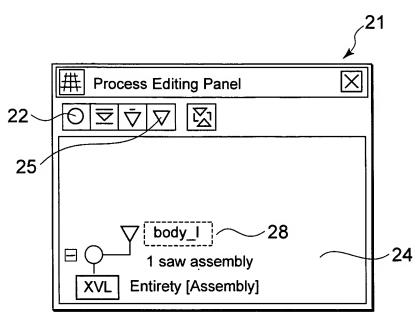


FIG. 17

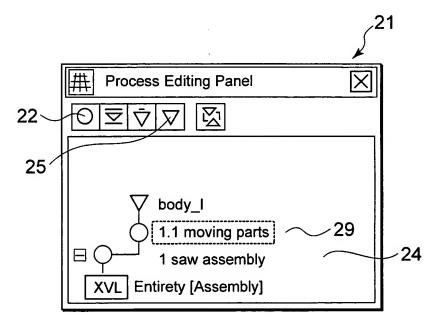


FIG. 18

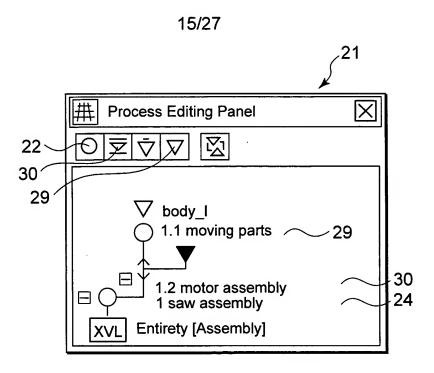


FIG. 19

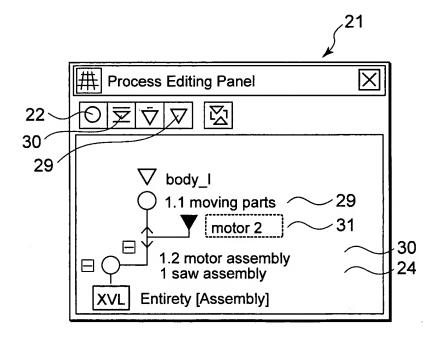


FIG. 20

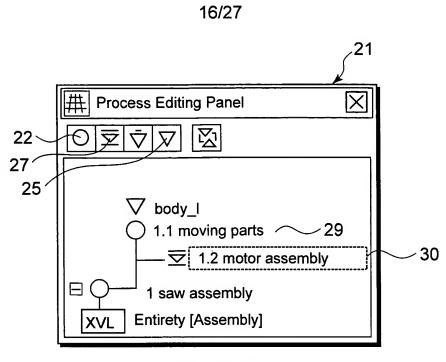


FIG. 21A

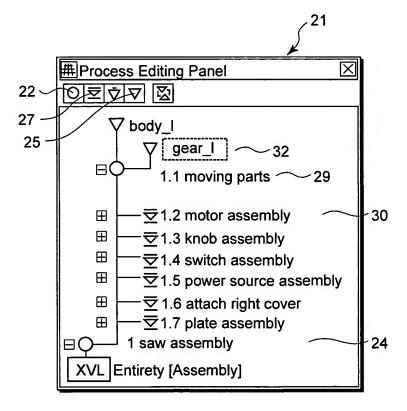
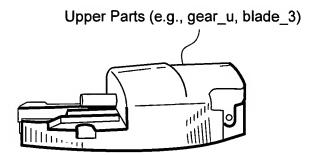


FIG. 21B



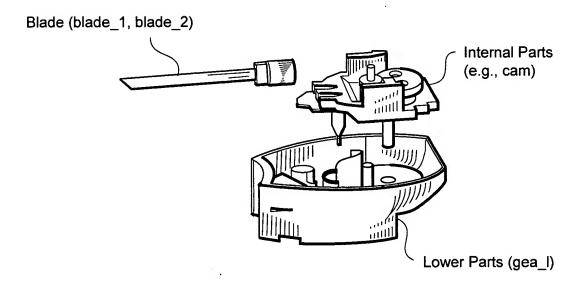


FIG. 22

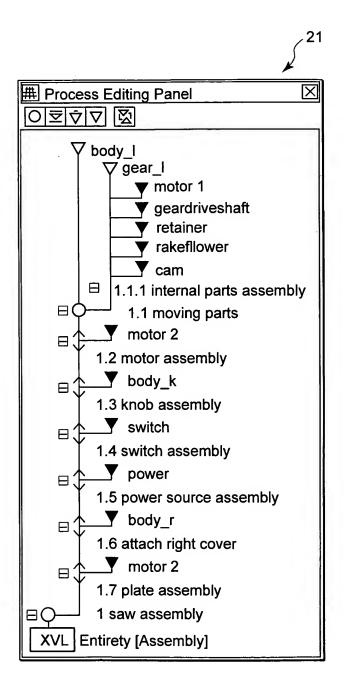


FIG. 23

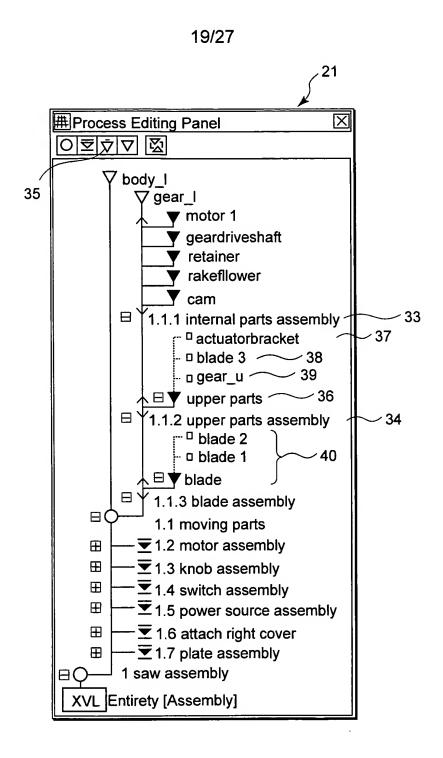


FIG. 24

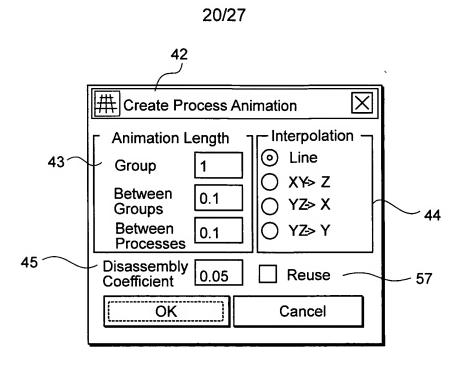


FIG. 25

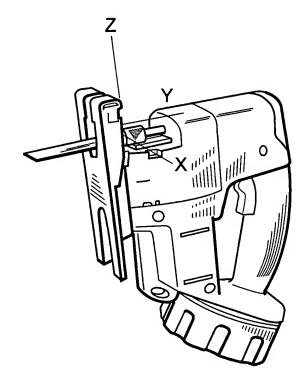


FIG. 26

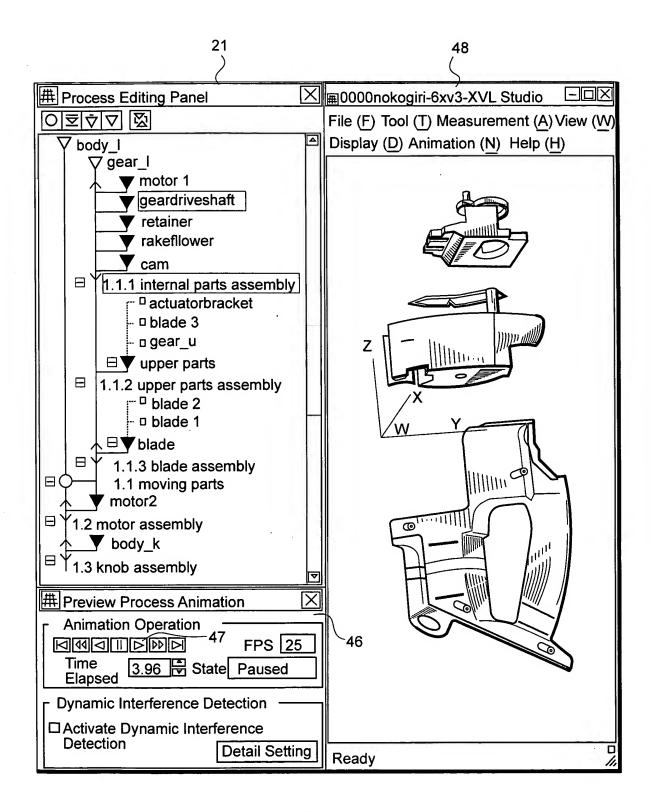


FIG. 27

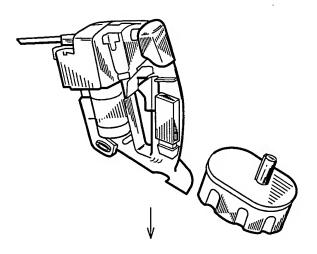


FIG. 28A

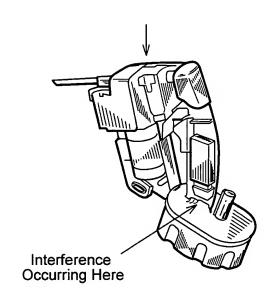


FIG. 28B

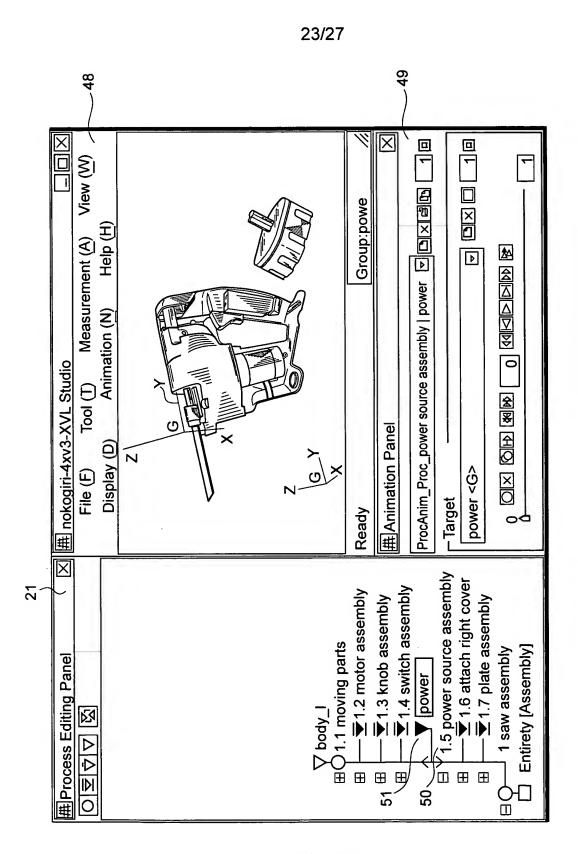


FIG. 29

	49
Animation Panel	X
ProcAnim_Proc_power source assembly	power VDXBD 10
┌ Target	
power <g></g>	
Check, Change and Create Keyframe at Current Time	Proceed to Next Keyframe  Back to Previous Keyframe

FIG. 30

∰ Gr	⊞ Group (ProcCam-0) Keyframe Properties at 0 Sec     区							
Enabled Drag Initial Value								中中
$\overline{\mathbf{A}}$	Movement 2	$\Box x$	0	Υ	-35		Z	-60
$\overline{\mathbf{A}}$	Rotation	$\Box x$	0	Υ	0		Z	0
	Scale	$\Box x$	0	Υ	1		Z	1
	: 							
						Cen	ter	of Rotation
				J [	Apply		D	rag
abla	Display State		ONOOF		OK		Ca	ıncel
							·	

FIG. 31

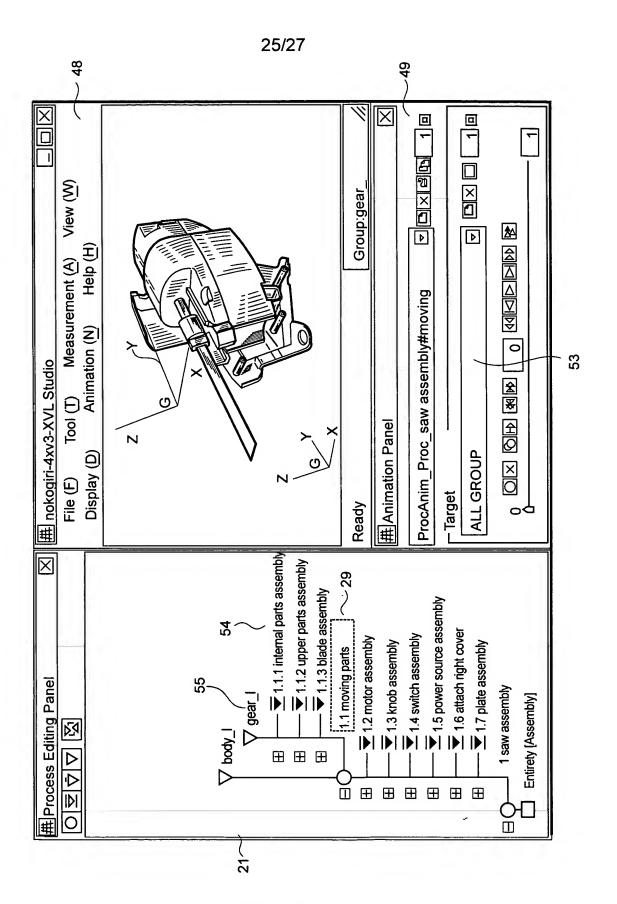


FIG. 32

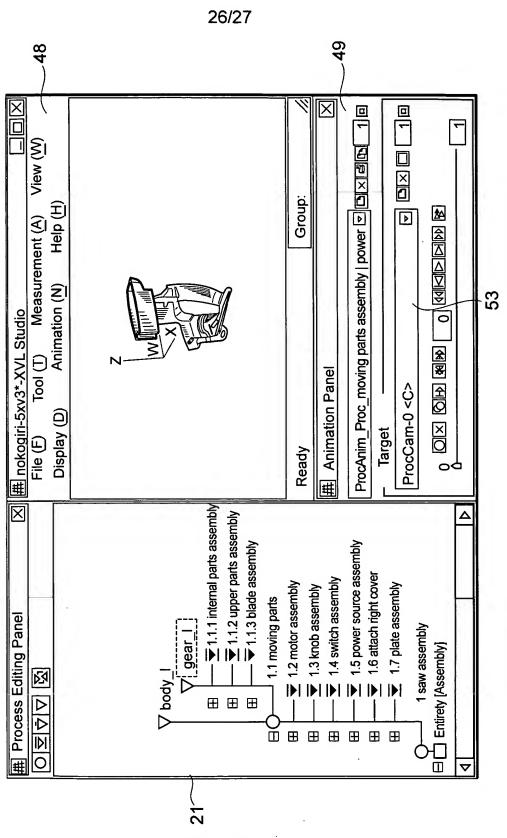


FIG. 33

# Can	# Camera (ProcCam-0) Keyframe Properties at 0 Sec							
Enabled	图							
abla	Position	$\square x$	742.377	Υ	-254.567	Z	190.789	
$\Box$	Attitude	□н	67.281987	Р	21.709018	В	5.4884156	
abla	Distance		845.245					
	View Angle		45		View Operat	tion	]	
			<u> </u>		Apply		Drag	
$\square$	Use		ON@OFF	: [	OK		Cancel	
	=							

FIG. 34

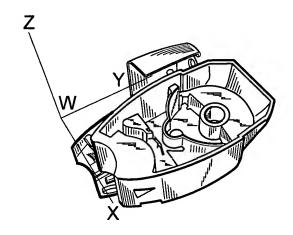


FIG. 35